

Second Grade

Second Grade students, in collaboration with their classroom work, focused on a biography of Martin Luther King, Jr. To reflect more on the life of Dr. King, the students have been working on creating a comic strip book about the life of this notable American. First, students were given a list of key events from Dr. King's life to put in chronological order. Then they created a storyboard, depicting his life in a nine frame spread. Once this planning process was complete, the students were ready to begin work on their biographical comic strip. Using the educational version of ToonDoo.Com, students have created a title frame using backgrounds, clip art and text in their design. Students are well into the process of completing the frames showing the life of Dr. King. One challenge for students has been finding the graphics (from a limited gallery) to portray these events accurately. This has required some "thinking out of the box" and creative uses of art to represent content. Once students have completed this project, we will print these in a booklet format for students to take home.

The following technology standards were introduced and developed during this quarter:

NETS•S (National Educational Technology Standards for Students)

1. Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- a. apply existing knowledge to generate new ideas, products, or processes.
- b. create original works as a means of personal or group expression.

4. Critical Thinking, Problem Solving, and Decision Making

Students use critical thinking skills to plan and conduct research, manage projects, solve problems, and make informed decisions using appropriate digital tools and resources. Students:

- b. plan and manage activities to develop a solution or complete a project
- c. collect and analyze data to identify solutions and/or make informed decisions.
- d. use multiple processes and diverse perspectives to explore alternative solutions.

5. Digital Citizenship

Students understand human, cultural, and societal issues related to technology and practice legal and ethical behavior. Students:

- a. advocate and practice safe, legal, and responsible use of information and technology.
- b. exhibit a positive attitude toward using technology that supports collaboration, learning, and productivity.
- c. demonstrate personal responsibility for lifelong learning.
- d. exhibit leadership for digital citizenship.

6. Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

- a. understand and use technology systems.
- b. select and use applications effectively and productively.
- d. transfer current knowledge to learning of new technologies.

The students are doing a wonderful job, and I am looking forward to another quarter full of exploration and discovery.